Summary of algorithm

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1. Environment

- Language: python

- Class path: cantar\_player.py

2. Base

“python\_sample.py” by sonoda

3. Algorithm

- Common Tactics

- In the first half, choose a player who is the last person to be a possessed/villager as an attack/divine target.

- In the second half, choose the strongest player as an attack/divine target.

- A werewolf pretends to be a seer/medium/villager.

- Say nothing without confirmation.

- Power Play Block (5 players)

- When a possessed attempts to use power play, one of villagers pretends to be a possessed.